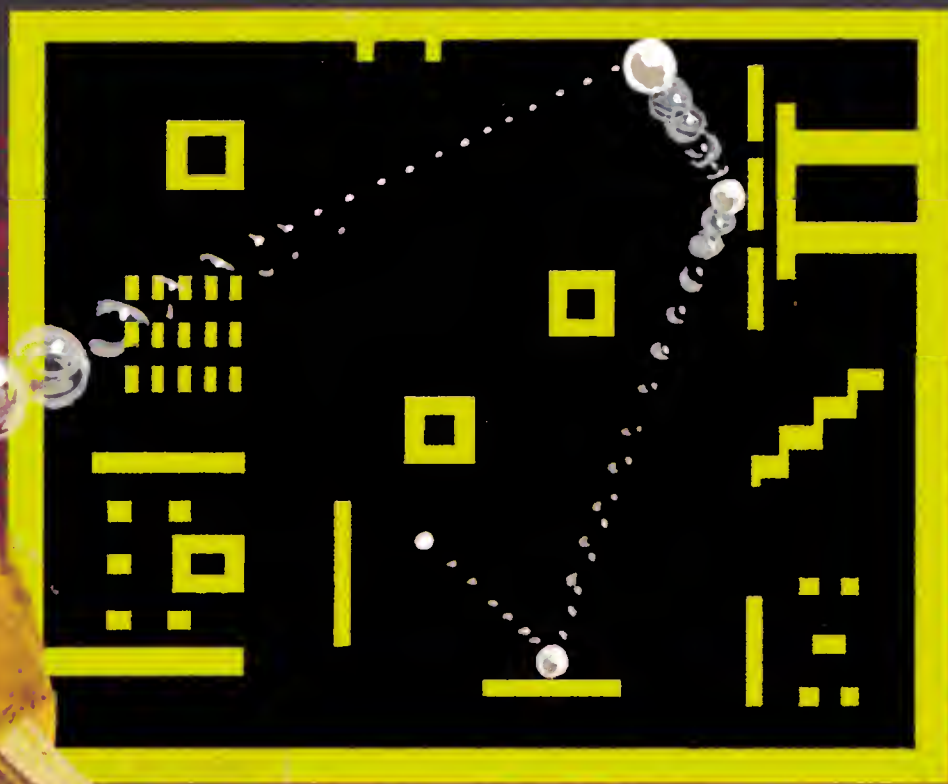


PADDLE PUNBALL



Radio Shack

TRS-80

**MICRO
COMPUTER
SYSTEM**


®

G
A
M
E
S

16K Level II Game for
the TRS-80™ Model I
and Model III Computers

Paddle Pinball

Radio Shack®

 A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

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Introduction

Paddle Pinball is unlike any game you've ever seen. Combining a pinball field with fast paddle action, Paddle Pinball gives a fun new dimension. Optional sound effects make the game sound like a real pinball machine. The field altering option lets you design more challenging games as you get better.

Paddle Pinball was designed for the TRS-80, 16K Level II Model I and Model III which consists of the following equipment:

Model I

The TRS-80 16K Level II Keyboard

The TRS-80 Video Monitor

The TRS-80 Cassette Recorder

The Radio Shack Mini Amplifier Cat. #277-1008 (optional)

Model III

The TRS-80 16K Model III

The TRS-80 Cassette Recorder

The Radio Shack Mini Amplifier Cat. #277-1008 (optional)

It is assumed you have reviewed the general operational procedures for your equipment as explained in your: TRS-80 Owner's Manual, Computer Cassette Recorder Manual and Cassette Information Sheet enclosed with this package.

Loading the Program

Loading the Program

Turn on the system. If you are not familiar with the equipment, refer to your Owner's Manual.

If you are using a TRS-80 Model III, the program will ask, CASS?
Type **L** and press **ENTER**.

The screen will show:

You type:

MEMORY SIZE?

Press **ENTER**

READY

S Y S T E M and press **ENTER**

*?

Put the Paddle Pinball tape in the cassette recorder and press "REWIND".

Set the volume between 4 and 6 and press the "PLAY" button.

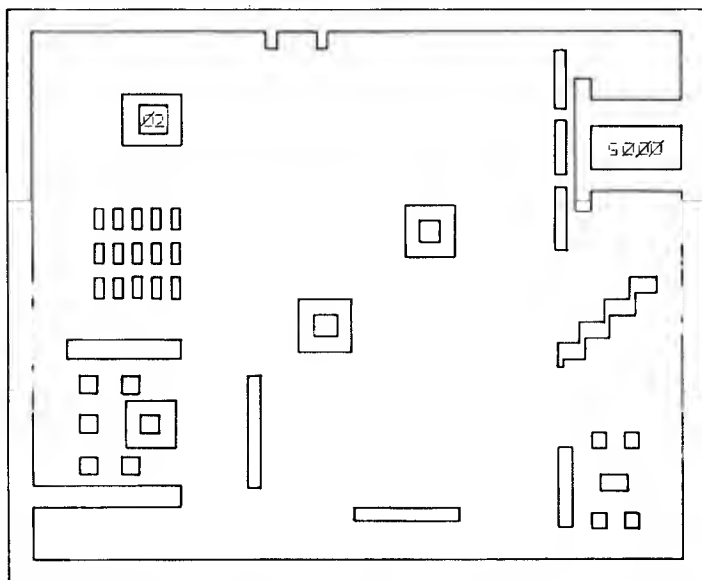
Now type **P I N B A L** and press **ENTER**. This will start the tape.

An asterisk (*) will appear in the upper right corner of the screen.

A second asterisk will blink, indicating the game is loading. The screen will show another *? when the game is loaded. Now type **/** and press **ENTER** for the game to begin.

To hear the barriers as you hit them, plug the large gray plug from your recorder into Radio Shack's Mini Amplifier (Catalog #277-1008), and turn it on.

You will be asked, HOW MANY PLAYERS (1-3)? Type in the number you want, press **ENTER**, and the board will appear.



Playing the Game

The object of the game is to try to score as many points and credits as possible. A credit is equal to one game. When you begin, there are five credits. A credit is subtracted for each player. If you have five credits, for example, three players may play one game, and on the next round, two players may play one game. Hitting the chute when CREDIT is lit awards one game.

Each player's score is displayed at the top of the screen. For example, player one's score might look like: PLAYER #1 — 065310. Scoring 200,000 points awards one credit and beating the high score awards three credits.

At the end of a game, a match point will be randomly selected. For each score in which the last two numbers equal the match, a credit will be awarded. When you score a maximum of either 999,999 points or 99 credits they will reset to 0.

You can only score when the ball hits certain areas. Hitting the wall does not score but hitting any bumper scores 310 points. Hitting the top of the chute scores the value displayed inside. Hitting the bottom of the chute does not score. Drop targets score 1000 points each. Hitting all three targets scores the value displayed at the far right, advances the value of the drops, and advances the value of the chute.

Hitting inside the gap scores 3000 points and lights one letter of the word MUSIC between the two asterisks (*) at the bottom of the screen. Once MUSIC is spelled out, the word will flash, and hitting in the gap will score 26,000 points and awards a credit.

Hitting any corner of the Music Box causes it to play the number of notes displayed, scoring 1000 points each. Each time a corner is hit, the number of notes advances by two, up to 20. Hitting the side of the box will not play the notes.

Hitting Bonus Dots advances the number of 1000 point bonuses by one. Bonuses, numbered in the screen's lower left, are scored when the ball falls out of play. If the bonuses number 20 or above when the ball falls out of play, the number will be rounded down to the nearest ten and stored as a Super Bonus. At the beginning of each following ball, the Super Bonus is added to the bonus number.

The ball will go out of play when it hits the bottom of the screen. However, there are certain points on the bottom where the ball will bounce back into play.

Controlling the Paddle

You can move the paddle to the left or right by pressing and holding the **←** and **→** keys. To speed up the paddle, hold down the **SHIFT** key while pressing an arrow key. Because gravity rules the activity of the ball, it may slow down to the point of resting on the paddle. You can use the space bar to pop it back off or just to add velocity to the ball when the ball hits the paddle. The paddle will not respond when the ball is not in play or when it is in the Music Box.

As you play, you will learn to use the two speeds and velocities to control where the ball hits the paddle. This will determine the angle of the ball's flight.

Sometimes a hole will appear in the paddle. The ball did not go through the paddle but this tells you that a slightly faster reaction would have hit the ball.

How to Start

Now that you know how to score and how to control the paddle, press the **ENTER** key until the ball drops into play.

Stopping the Play

Press the **↑** key to freeze the action. You may do this at any time. Pressing **ENTER** at this point will allow the action to continue.

Changing the Field

After you have stopped the action, you can change the field by pressing the **CLEAR** key. The playing field will appear on the screen. At the top of the screen you will see CHANGE BUMPER #1. At the bottom of the screen you will see an X and a Y with numbers beside them. These numbers are the coordinates of the first bumper.

Press any arrow and the bumper will move. As you move the bumper horizontally, the X coordinate changes. As you move the bumper up or down, the Y coordinate changes.

Notice that moving the bumper over an obstacle erases what was there. If you don't want to change the first bumper, or want to go on to the next bumper, press **ENTER**.

When you've changed the last bumper, the screen will say, CHANGING BONUS DOTS, and display a blinking dot. Press the arrows to move the dot, and **S** to light one up. If you want to erase a dot, press **R**. Moving a Bonus Dot over an existing obstacle will not erase the object but will cause that point to score a 1000 point bonus.

After you've added all the Bonus Dots you want, press **ENTER** and the screen will say, CHANGING RANDOM DOTS . Change these dots like Bonus Dots. The computer will cause Random Dots to behave like a wall, giving no points; a bumper, counting 310 points; or a bonus dot awarding 1000 points. Press **ENTER** when you are finished.

The screen will now say, CHANGING GAP POSITION. Pressing the **←** or **→** keys will move the Gap in the corresponding direction. Press **ENTER** to continue.

Things to Remember When Changing the Field

1. Never move a bumper or dot across the path of the paddle. Doing so will cause the paddle to behave incorrectly. If you must cross the paddle level, do so at the far left or right.
2. Any time you place two items next to each other, one of two things could happen. The ball could erase one of them, or it could become permanently lodged between them. If the ball becomes lodged, you must change the playing field by pressing the **↑** key and **CLEAR** and changing one of the items.

The screen will now say READY? Pressing:

- A** — Will run the Paddle Pinball game.
- B** — Will continue making changes.
- C** — Will save the changes on cassette.
(After the cassette is ready, press **ENTER**.)
- D** — Will load the changes from cassette.
(After the cassette is ready, press **ENTER**.)
- E** — Will slow down the game speed.
- F** — Will return the game speed to normal.

Note: If you wish to reload the changes you saved to tape, it will be necessary to reload the program tape, return to the field change options and press **D**.

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NOTE: Good data processing procedure dictates that the user test the program, run and test sample sets of data, and run the system in parallel with the system previously in use for a period of time adequate to insure that results of operation of the computer or program are satisfactory.

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RADIO SHACK  **A DIVISION OF TANDY CORPORATION**
U.S.A.: FORT WORTH, TEXAS 76102
CANADA: BARRIE, ONTARIO L4M 4W5

TANDY CORPORATION

AUSTRALIA

280-316 VICTORIA ROAD
RYDALMERE, N.S.W. 2116

BELGIUM

PARC INDUSTRIEL DE NANINNE
5140 NANINNE

U.K.

BILSTON ROAD WEDNESBURY
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